

Tournament Rules

The SDHSAA rules governing the game of basketball will be followed with these additions or exceptions:

* **NO PROTESTS ALLOWED. GAME REFEREES CONTROL THE GAME.**

* **The Home team of each game must provide a Time Keeper. Scorekeepers will be supplied by the tournament.**

* **NO ZONE or PRESS in 3rd & 4th or any mixed division where 3rd and/or 4th grade teams play.**

* 3rd to 8th grade for both genders will use a 28.5 ball. All other divisions will use the appropriate full sized ball for their

* Full court press is allowed to a 15-point lead. After 15 points, no press is allowed. (5-8th only)

* 18 minute running clock except for last 2 minutes of second half, unless one team is ahead by 15 points. If lead falls

* Three time outs per game (3 full - 60 second timeouts) 1 must be used first half or is forfeited.

* 3-minute break at half time as time allows.

* Tie Breakers Used in this order: **Head to Head, Point Differential, Points Allowed, Points Scored.** If you feel that Tournery Machine has mis-calculated the ranking ***you must let the tournament staff know immediately*** .

* **OVERTIME:** First overtime - two minutes. Second OT - sudden death. One time out allowed in overtime.

* If a player is heard by a referee using disparaging, racist, and vulgar language while playing or on the bench the ref can

* Technical fouls are scored 2 points and the ball out of bounds.

a. If two technical fouls are awarded to the bench, THE HEAD COACH is to leave the game.

b. If two technical fouls are awarded to the same player, that player is ejected from the game.

* Intentional fouls are scored 2 points and the ball out of bounds.

* All players scheduled for this tournament will receive free admission. Player must be wearing a jersey with the team name and number indicated and be seated on the team bench for their division.

* A player may play for more than one team, but cannot play on separate teams in same the division.

a. A player can only play "up" a grade level.

b. No concessions will be made due to conflicts in game times.

* Please have team ready to play 15 minutes prior to the start of your game in case of early start.

* All games will start at the top of the hour unless a court is running behind then a 3 minute break between games will be

* All teams must have a basketball and uniforms with properly numbered jerseys.

* Teams need to supply their own practice balls.

Unsportsman like behavior from coaches, players, or fans will not be tolerated and may result in immediate

TIE BREAKERS EXPLAINED IN DETAIL:

NOTE: Tie breakers within TourneryMachine never go back to the top of the tie breaker list. For example, if three teams are tied with **Head to Head** as the first tie breaker, and all three teams have a 1-1 record against each other, the **Head to Head** rule doesn't break any ties. The system will then go to the next tie breaker. If the next tie breaker is **Pt Diff** and Team 1 has a differential of 3, Team 2 has a differential of 2 and Team 3 a differential of 1, then Team 3 will be last, Team 2 second and Team 1 first, even if Team 2 beat Team 1 **Head to Head** because it was bypassed in the first step and does not go back to the top, even after Team 3 is eliminated by the differential rule.

Head to Head - This breaks ties based on the **Record** tie breaker (or **Points**, if points are used) against the tied teams. For example, 3 teams

Pt Diff - The differential tie breaker determines the total difference between a team's score versus their opponents'. The largest differential

Pts Scored - The total of a team's score. The higher total wins the tie breaker.

Pts Allowed - The total of a team's opponent's score. The smallest total wins the tie breaker.

Updated: 2021-05-08